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WARHAMMER MONTHLY

Scourge & Purge! It's THE REDEEMER!

PLUS!

INQUISITOR DARKBLADE

FLESH AND BLOOD

WARHAMMER MONTHLY

BY KHORNE! WHAT IS THIS THING? It glints like the purest gold, yet it exudes a vast power such as I have never felt before! Can it be a lost artefact that has dropped through into the Warp from the realms of Chaos? What a wondrous thing, a foul idol in the form of a grossly mutated Lord of Chaos! If only I could divine its purpose, for surely then I will be able to tap into the untold magical energies trapped within its disgusting form! But what is it, this representation of purest–

EMPEROR'S BLOOD! *Of all the fools who follow Chaos you are surely the grossest! Give it here, ignoramus! Wooh, it's heavy! Hee-hee! Do you really not know what this is, Gutspew?*

WHY, ER... OF COURSE I do, by Khorne! How could anyone not know? For look, there is some kind of arcane inscription upon it. Let's see... The script is unfamiliar to me. 'National Comics Awards: Best New Comic.' Ah yes, I understand completely. I think... Um, is it... is it some kind of weapon?

NO, YOU GREAT... *er, I mean, yes, it is a weapon. Good guess! Would you like to know how one wields it? Well come here! WHAM! WHAM-WHAM-WHAM! WHAM! Oh, it's cracked. Never mind. WHAM! WHAM-WHAM-WHAM!*

BEST NEW COMIC!
(NATIONAL COMIC AWARDS)

INQUISITOR
On the planet of Nicodemus, the foul taint of Chaos runs deep within the Matheldas clan – but just how deep Inquisitor Defay is only just discovering!

NEW! NEW! NEW!

THE REDEEMER
In the poisoned Ash Wastes of Necromunda, the devout bring his blessed word to the mutants and renegades who dwell there – none more zealously than Klovis, the Redeemer!

FLESH & BLOOD
Deep in the Grey Mountains, the noble Knights of Bretonnia assail the foul Skaven. The tide of battle is going for them, but can they stop the Skaven's hideously mutated war-beasts?

DARKBLADE
Having stolen the ancient Orb of Malkin, Malus discovers its predictions are not to be trusted – when it leads him into the lair of a Dragon!

Next month: *The exiles have returned.*

GAMES WORKSHOP

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SOMEWHERE IN THE WARP

✵ LETTER OF THE MONTH ✵

• I am writing this letter to say that out of all the coreics in the world, Warhammer Monthly's Darkblade and Kal Jerico, Bloodquest and Titan come second only to Sinister Dexter (which is my all-time favourita). I would like to see more involving strips in your comic because the longer ones are nearly all fighting. It would be better if there was some proper conversation and the strips weren't so short. Darkblade should have been at least 15 issues long, the action in Book 1 wasn't long enough. I also think a strip on a Blood Bowl team would make a good story. It could go through the season and win a major trophy in the end. The strip about the Vindicare assassin would make a good series as well.

Promotional things from tha comic are good but I reckon that a computer game about Kal Jerico would be perfect as a first-person shooter, so would Titan as well, but not as good. They would probably sell more than existing games because strategy games don't appeal to as many gareers as first-person shootere do. 'Vengeance of tha Blood Angels' was a first-person shootar and a big hit.

Free gifts are a letdown with Warhammer Monthly, because you don't have any. Most comics for younger readers have free gifts, e.g. toys, pens, so if you want more young readers stick something to the front of each issue.

I have a friend who keaps bending tha rules. Ha thinks Spaca Marines are super hard compared to Orks. This is false, as an Ork could kick a Space Marine's butt any day. They are as tall, as strong, if not stronger, and can take about tan times as much fatal injuries as a Space Marina can. So I would like you to stop having stories ware five Space Marines defeat a hundred Orks. Orks should be tough opponants, who they have to defeat with brains, not brawn, and Orks have tactics as well. They wouldn't just keep running into a hail of fire. They are smart as well as strong and if anybody says to ma one more time an Ork is stupid I know who to blama. They are smarter than humans, in fact they can fire a gun and rip somaone's heart out the day they are bore. They can construct complicated machinery and perform vital operations with no training whatsoever. By the way, my friend's nama is P CENSORED and he is a right pest, who is soft, and has to have everything his own way or he won't do anything. Plaase be on my side.

— Lord Solar Thomas Brown, Co. Durham

P.S. Your comic is great, if I haven't already mentioned it.

✵ On the side of an Ork, bah! Greenskins and Space Marines both pale before the majesty of the Lords of Chaos. And yet I do admire your spirit! Despite your love of Ork savages, you are this month's t-shirt winner. Perhaps that will be enough of a free gift for you!

• I am not very good at writing letters, but since I started reading Infernal, White Dwarf and Warhammer Monthly I've been inspired to write this one. I collect Dark Angels (may the enemies of tha Emperor tremble before them) I would love to see a good long story about them. It must have lots of cool artwork.

Thought: With a bolter, cleanse the uncleani With a flamar, purify the unholy! With a chainsword, purge the corrupt! With a missile, kill the impure!

— Servant of the Emperor Collin Ellis, Tarelworth, Terra

✵ With a Daemonsword, chop off the heads of Servants of the Emperor, and steal their souls for Khorne!

• Thanks for an excellent comic. It is well on par with other SF comics. Daamonifuga is brilliant (I'm a big fan of Kev Walker's past work) and I can't wait for book two. Having got the new 40K for Christmas I think one thing lets it down. All tha background from the old Codexes is reissing. Perhaps you should get Infernal to reprint it all ar release it in a number of volumes. If you're going to be making more models please make tha late Inquisitor Hand. Can't wait for more Ravenwing. But I'm afraid you will have to stop printing stories involving beardy, stunty, gold loving, Orc-hating Dwarfs. I hate them, I do.

— John Kealy, Dublin

✵ I'm with you on that, we all hate stunties. But what's this about Inquisitor Hand and Ravenwing, the meddling lackeys of the Imperium again? Let's have more Chaos!

• I've been into WHM from day one and I hope you keep that excellent mixture of good and varied storylines together with great artwork. You should also continue including things like the Kaplan and Rebner interview for a change sometimes. Some readers want Warhammer Monthly to be published fortnightly – I think if it was released too often you'd get used to it too quickly and it will lose some of it's special quality and value. So don't do it. Since I've been collecting all kinds of different comics for a long time, I have to say that Warhammer Monthly is one of the best.

BUT... is it possible, that in the last ten issues no matter how powerful an evil character was, he was instantly slain by some puny wannabe hero-scum??!!

Just like issue 10, when a mighty Black Orc Warlord was slain by a hairy stunty with a dagger! A DAGGER!!! Ha! Got real. This is especially hard for me, as I play Orcs in Warhammer. What I'm looking for now is a story from the bad guys' point of view, and that they don't lose in the end. Hope you'll think about it. That's all from me.

— Sven Herrman, Herdecke

✵ 'Wannabe hero-scum'! Well put...

• I think Warhammer Monthly is excellent. Titan is my favourite strip because it's very exciting, and Bloodquest too because it has a good story. My least favourite strip is Shadowfast – because I don't like tree-hugging Elves.

— James Ladbrook, Lincolnshire

+++ Comm-secure link 6/743 Recipient / CLASSIFIED +++
+++ Incoming report. Priority Primus +++
+++ Cleansing of Hive World Phimantiz +++
To anyone who will receive this message. The battle for the southere continent is going to hell. There are Chaos everywhere. We are surrounded by uncontrollable amounts of cultists and can't hold for much longer. They have also used some kind of new weapon that has blocked out the colour receptore in our eyes. We prey to the Emperor that this is only a temporery effect. We can only hold out until our eyes return to normal or we will surely die in the shadows. It's been like this for over three weeks now and our food supply is running low. Insanity and hysteria are rampant.

Hee hee! I can see it now! Wondarful coloure of the rainbow everywhere. Blues, reds, greens, yellows, colour everywhere, colour, colour, colour, colour, colour, colour, colour, colour, colour, colour, colour, colou... [Hysterical laughter] ++ Message end. ++

— James Schmill, Springdale, USA

❋ Ah yes! This is more like it. Finally, news of the victories of Chaos! But colour? Why have colour when black and white portray the grim darkness of our gloriously foul masters so well?

• Honour to the chapter, fellow battla brethren. I am a veteran reader and would just lika to say that I think WH Monthly is totally superb in every way. Please do not change a thing. I would, however, like to see that groovy fellow, Inquisitor Hand, cast into being as a metal miniature, so that he may banish the corrupt from my 40K field of battla. I would also like to see a story set in the Empire of the Old World, it's such an interesting placa and suraly worth writing more about. Glory to all!

— General Grant Conroy, Oldmeldrum

• I just read the last issua of Warhammer Monthly and I must say I was throughly impressed. The assassin story and Daamonifuge were masterpieces. As fof miniatures, Sisters of Chaos would rule, as well as Dark Angel characters, and what about a Banablade figure?

— Brother Sinden of the Ravenwing

❋ Carse you all! What about a Gutspew model? I can see it now! An all-powerful Chaos Warrior, daemonsword in hand, you weak willed, feeble-minded fools of the Imperium cowering in fear at my feet, begging for my mercy. 30 feet tall, cast in bronze, inset with jewels...

• Dearest Gutspew,
Lictors are blue, Gretchin are green,
It's Valantine's Day, so let's get obscene!

— Farseer Karranie Straan, Slaanesh worshipper

❋ You again! And you observe the ancient Slaanesh ritual of Valentine's Day? Erm, thanks for the card. I think.

Send your praises to the Gods of Disorder at:

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or use this powerful new magic you call "email"...

publishing@games-workshop.couk

Remember: the best letter each issue will win a "cool limited edition t-shirt" Whatever one of those is. Do write and tell me. I still have so much to learn about the ways of you hellspawn...

• AWESOME ARTWORK WINNERS! •

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Christopher Clarke, Streatham, London
Lawrence Duncalf, Plymouth, Devon
Mike Kapuscinski, University Place, WA, USA
David Millest, Scunthorpe, Lincs
Gary Parker, Clifton Swinton, Manchester
Frank Rebertz, Hamburg, Germany
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Borja Rodriguez Sainz, Madrid, Spain
Frank Scleich, Schaffhausen, Switzerland
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Ian Soderquest, Balsornock East, Glasgow
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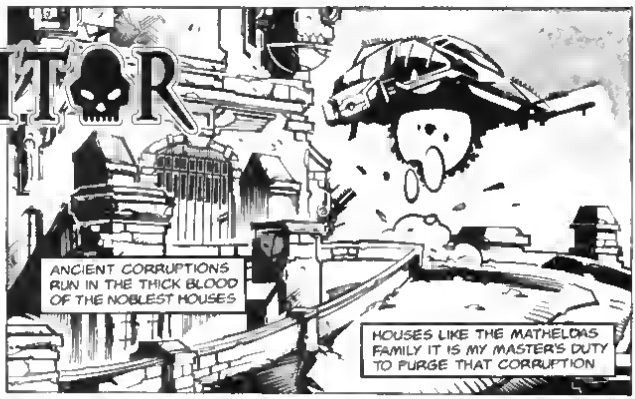
INQUISITOR

SCRIPT DAN ABNETT
ART SIMON COLEBY
LETTERS MONA STEPHENSON

BOOK ONE: THE TAINT OF NICODEMUS

CHAPTER FIVE

NICODEMUS IS AN OLD WORLD, AND ITS SHADOWS ARE DARK.
WHERE MY MASTER SHINES THE LIGHT OF HIS INVESTIGATION, THINGS STIR IN THOSE SHADOWS


ANCIENT CORRUPTIONS RUN IN THE THICK BLOOD OF THE NOBLEST HOUSES
HOUSES LIKE THE MATHELDAS FAMILY IT IS MY MASTER'S DUTY TO PURGE THAT CORRUPTION

NOW, AFTER MONTHS OF INTENSIVE WORK, WE HAD COME TO THE PROVINCE OF PANOSS, ON THE OCEAN SHORE, AT THE REQUEST OF OTHER MEMBERS OF THE MATHELDAS FAMILY
FROM 'THE LIFE OF DEFAY' BY HIS PUPIL GRAVIER

ALWAYS, ALWAYS, HE HAS BEEN WILD! DEVILISH! MONSTROUS!
AND WHEN WE HEARD HEARD WHY YOU WERE ON NICODEMUS, WE REALISED!
FORGIVE MY WIFE, DEFAY SHE IS TIRED AND DISTRESSED
BUT SHE IS CORRECT WE KNEW AT ONCE THAT YASPER CARRIED THE TAINT
YOU SAY YOUR WIFE IS A MATHELOAS, LORD PANOSS
YOU BELIEVE THAT IS HOW YOUR BLOOD HAS BEEN CORRUPTED?
EXACTLY SO AND WE CRAVE RELEASE FROM OUR BURDEN
OUR TRAVELLING COMPANION WAS LORD SARTHOS, CARDINAL OF NICODEMUS
I MUST SAY IT'S REFRESHING TO FIND CITIZENS WILLING TO APPROACH THIS ISSUE SERIOUSLY
THE PARENTAL BOND IS FIERCE MOST IN YOUR POSITION WOULD HIDE THEIR OFFSPRING FROM LORD DEFAY

I AM A SERVANT OF THE GOLDEN THRONE.
IF I MUST SPILL MY OWN BLOOD TO KEEP TERRA SAFE, I WILL.
I MUST INTERVIEW THIS BOY AT ONCE
CARDINAL? A PRIVATE WORD?
WATCH THESE PEOPLE THERE IS SOMETHING ABOUT THIS I DON'T LIKE
THIS WING OF THE CITADEL IS THE EASIEST TO KEEP SECURE.
WE HAVE KEPT HIM IN A HIGH ROOM.
HOW LONG FOR?
SIXTEEN YEARS

PREPARE YOURSELF
K-CHUNK!
YASPER? SON? WHERE ARE YOU?

FFFAAATTHHHUURRRR...?
GET BEHIND ME
I WILL HANDLE THIS
I AM INQUISITOR DEFAY
I WOULD KNOW WHAT YOU ARE, YASPER PANOSS

THE WORK TOOK HOURS. PANOSS SUMMONED HIS ENTIRE HOUSEHOLD TO HEAR THE VERDICT
YOUR SON IS ILLITERATE, SUBNORMAL IN HIS EMOTIONAL AND SOCIAL RESPONSES AND CLINICALLY INSANE
AS I SUSPECTED H-
I AM [redacted] AT YOUR INHUMANITY
AND APPALLED TOO THAT SUCH INCONSEQUENTIAL CRUELTY SHOULD DRAW ME HERE AWAY FROM MY VITAL WORK
INSANE I SAID, AS ANY NORMAL HUMAN WOULD BE AFTER SIXTEEN YEARS OF BRUTAL INCARCERATION
BUT HE CARRIES NO TAINT OF CHAOS HE IS TO BE PITIED
MY DEAR INQUISITOR, YASPER WAS JUST THE EXCUSE TO GET YOU HERE
AS I SUSPECTED
SARTHOS? DO YOU STAND READY AS I ASKED
AKKKK KK KK!
WHAT'S WITH YOU, CARDINAL? THAT'S NOT UP TO YOUR USUAL STANDARD OF VITUPERATIVE RETORT

YOU HAVE GRAVELY HURT THE MATHELDAS LINE, DEFAY
SO THE MATHELDAS LINE HAS SUMMONED YOU HERE
TO STOP YOU DOING IT AGAIN!
TO BE CONTINUED...

THE REDEEMER
TO THE GLORY AND PRAISE OF THE EMPEROR AND OF THE IMPERIAL COURT, AND OF THE NOBLE HOUSE OF CAWDOR, I WISH TO PRESERVE THE MEMORY OF WHAT CAME TO PASS IN NECROMUNDA THROUGH THE DEEDS OF MY MASTER, THE BLESSED REDEEMER, KLOVIS, OF GLORIOUS MEMORY.
WHO LED A GREAT CRUSADE AGAINST THE DEVIANTS, TO PURGE THE PLANET OF ALL HERETICS.
... AND OF WHOM IT WAS TRULY SAID 'PRINCE, SLOW TO PUNISH, PROMPT TO REWARD. HE SUFFERED WHEN HE WAS OBLIGED TO BE HARD.
SCOURGE AND PURGE!
SCRIPT PAT MILLS & DEBBIE GALLAGHER
ART WAYNE REYNOLDS
LETTERS GORDON ROBSON

I, DEACON MALAKEV, WAS WITH HIM AS HE RETURNED FROM A MISSION ACROSS THE ASH DESERT TO HIVE PRIMUS
CHAINED BEHIND HIS PULPITEK WERE MUTANTS, SCAVVIES, DEVIANTS THE SCUM OF NECROMUNDA
THE REDEEMER WOULD PURGE THEIR EVIL AT A PUBLIC EXECUTION IN HIVE CITY
BECAUSE...
PENANCE WITHOUT PAIN IS NO USE
IF IT DOESN'T HURT, IT DOESN'T COUNT!
SUDDENLY, FROM OUT OF THE ASH AROUND US
DAEMONBROOD!

AARGH!
AIIEEE!
DEVIANT FILTH! THOSE PRISONERS ARE MINE!
YOU ARE THWARTING THE JUSTICE OF THE REDEMPTION DENYING ME THE RIGHT TO PURIFY
SLASSHH!
THROUGH PAIN!
RRIIIPP!

THE DAEMONBROOD WERE BEASTMEN WHO HAD EVOLVED TO SWIM THROUGH THE ASH WASTES
THEY ARE NOT EVOLUTION, BUT EVILUTION!
FZAM
BLAM
THEN
THIS ONE SEES THE HIVE WARRIORS!
BROODSLAYS! FISHERS OF THE DESERT! THEY FEED OFF THE BEASTMEN!
FZAM!
THEIR DISGUSTING EATING HABITS ARE OF NO INTEREST TO ME, DEACON MALAKEV
ONLY THAT THEY ARE SCOURGED
KA-BLAMM!
AND PURGED!

THIS ONE HOOKS HIM!
THOOOM!
SHUUUKK!
THIS ONE LANDS HIM!
THIS ONE REELS HIM IN!
ALL POWERFUL EMPEROR! GUARDIAN OF THE GALAXY!
..VENGEANCE IS THY NAME..!
..GUIDE MY MORTIFIER IN THE MAIMING OF THESE MUTANTS!
ANOINT THEM WITH THE WRATH OF REDEMPTION!

AND, PRAISE TO THE EMPEROR, THE BATTLE WENT WITH US..
BEHOLD, MY LORD! THEIR LEADER RETREATS!
LET US REJOICE!
LATER..
FIRST, WE PURSUE
AND PUNISH!
COWARDS THAT THEY WERE, THE MUTANT SCUM DARED NOT FIGHT OUR NOBLE REDEEMER..
THE HIVE WARRIORS FOLLOW! BUT THIS ONE IS READY!
YET SUCH WAS THEIR EVIL..
THIS ONE FEEDS 'SHE-WHO-FEEDS-US'!
..THEY DARED TO LURE HIM INTO..
ABOMINATION!

BROODMUTHAH!
FOODSPAWNAH! 'SHE WHO-FEEDS US'!
EAT HIVE MEAT AND LET US BE!

AFTERBURNERS ON!
VOOM!!
KRAK!!!
MUTH!!
ANYONE ELSE WOULD HAVE FLED THAT LOATHSOME PIT. BUT NOT OUR GLORIOUS REDEEMER...
SWITCHING TO AUTOPILOT.
ZEALOTS. GIVE ME COVERING FIRE!

SKREEEEEEEEEEEEE!
SCREAM ON!
YOUR PENANCE HAS JUST BEGUN!
I HAVE SPECULATED THAT THE 'BROOD-MUTHAH' WAS ORIGINALLY A WYRD POSSESSED BY A DAEMON ITS ENERGY WARPING HER INTO A MONSTER
BUT THE REDEEMER DISCOURAGES EVEN THINKING ABOUT SUCH OBSCENITIES LEST THE IMPURITY OF DEVIATION LEAVE A TAINT UPON THE MIND AS FOUL AS UPON THE BODY

IT'S OVER
THE SURVIVING MUTANTS WERE BROUGHT BEFORE HIM AND HE CONSULTED HIS HOLY BOOK THE 'LIBER EXCRUCIATUS'..
(A COMPENDIUM OF TORTURES SO HIDEOUS THAT JUST TO SEE THEM CAN CAUSE THE LOSS OF BODILY FUNCTIONS)
YOUR SINS ARE SO GREAT, DEATH ALONE WOULD BE TOO MERCIFUL
H'MM
UNFORTUNATELY I CANNOT FIND A TORTURE THAT EVEN BEGINS TO EQUAL THE ENORMITY OF YOUR CRIMES
I MUST CONCEDE DEFEAT.
YOU - YOU MEAN YOU'RE GOING TO SHOW US MERCY?
THESE ONES THANK YOU! THANK YOU, LORD!
DON'T BE RIDICULOUS
DEACON MALAKEV, GO TO THE PULPITEK AND BRING ME THE NUMBER 6 INSTRUMENT OF PURGING
SURELY.. SURELY NOT THE NUMBER 6, MY LORD?
I'M AFRAID SO
MAKE SURE THE WINCHES ARE TIGHT
AND AS THEIR SCREAMS ROSE INTO THE NIGHT AND WE REJOICED, THE REDEEMER SPAKE UNTO US THESE WORDS OF TRUTH
REMEMBER.. IF IT DOESN'T HURT..
IT DOESN'T COUNT!
THE END

SKAVEN

CHILDREN OF THE HORNED RAT

Unknown to the world, deep in its bowels, in dark tunnels and caverns lives a race so wicked and corrupt that their name strikes fear into the hearts of brave men. They are the Skaven, vile and malevolent ratmen, gnawing at the roots of the Old World. Their Under Empire is spreading ever outwards in their self-appointed destiny to bring ruin upon the lands of men and become masters of the entire world!

THE UNDER EMPIRE

Very little is known about the Skaven. They are a subterranean race who only come to the surface during their violent and inexplicable wars and raids. The undisputed rulers of the Under Empire are the Council of Thirteen. The twelve most powerful Skaven Lords rule from Skavenblight, the labyrinthine capital of the Under Empire. Skaven politics are convoluted and deadly; scheming and plotting are natural elements of Skaven pyschology. It encourages shifting alliances, blackmail, bribery, corruption and assassination.

GREY SEERS

Thousands of years ago, when the Skaven were first emerging into the world, they began to experiment with warpstone, a form of raw Chaos coalesced into a physical form. Aided by the warpstone, they began to develop and control magic.

Grey Seers are the most powerful Skaven wizards and prophets. They all have white fur, which marks them out from lesser Skaven, who all fear and respect their powers.

Grey Seers command an important position within the Skaven hierarchy. They act as intermediaries between the Council of Thirteen and the clans, and as advisors to Warlords.

All Grey Seers have the power to survive constant exposure to warpstone,which would be fatal to lesser creatures. Warpstone supplies the power for their anarchic and highly destructive spells.

WARLORD CLANS

Skaven society is dominated by a rigid clan structure, with the Warlord clans making up the bulk of the population. Within each clan is a pecking order, from the ruling Warlord at the top, who will be the most cunning and ruthless Skaven in it, through the most powerful warriors, down to the weakling slaves. Most slaves are Skaven whose clans have been defeated by more powerful clans, although other races are taken as slaves in raids to the surface. Their lives are brutish and short.

Daily life is a constant, bitter squabble for supremacy over other Skaven, marked by violent fights with tooth and claw. Few of these fights are fatal, but all Skaven bear the scars, many have losts eyes or ears.

Within the greater clan structure, the story is the same. Stronger clans dominate weaker ones, and civil wars are common. Four clans have risen to ascendancy over the struggling masses of Warlord clans by dint of their unique skills.

CLAN MOULDER

This Clan's stronghold is named Hell Pit and is situated far to the north, beneath the Troll Country. Clan Moulder are beastmasters, using the mutating power of warpstone to create hideous monsters and fighting beasts, which their Packmaster goad into battle. It was they who created the fearsome Rat-Ogres, blood-thirsty and powerful monsters over ten feet tall. They also breed swarms of giant rats and rumours abound of rats cross-bred with wolves!

CLAN SKRYE

Also known as the Warlock Engineers, they are masters of an insane blend of magic and science which has produced many of the Skaven's most deadly war engines. It was they who developed warpfire throwers and poisonwind globes. The warlock engineers of Clan Skrye work in the laboratories of Skavenblight, perfecting their magic and developing new and exotic weapons.

CLAN ESHIN

The most secretive of all Skaven clans is Clan Eshin. Nobody knows where their stronghold is

hidden. The Clan are masters of stealthy murder. Their black-clad assassins are the Council of Thirteen's secret police and enforces, using terror and assassination to keep the clans in order. Clan Eshin are also active on the surface, spying for the Council. Their warriors are trained from birth in the use of poisons, garottes, throwing stars and warpstone infused swords or Weeping Blades. They hone their already fast reflexes, enabling them to perform incredible feats of leaping and climbing.

CLAN PESTILENS

The Plague Monks of Clan Eshin are fanatical disciples of disease who have dedicated themselves to spreading pestilence and plague amongst all surface dwellers. They cultivate new diseases in bubbling vats of warpstone and rotting carcases. The results of their foul experiments are recorded in Liber Bubonicus, the Book of Woe. Plague Monks favour stained robes and cowls in sickly hues. Their skin is marked by weeping blisters and sores through their exposure to disease and foulness.

HISTORY OF THE SKAVEN

Year	
[illegible]	The first true Skaven emerge, seeking warpstone.
[illegible]	The first Skaven strongholds are created across the Old World, including Hell Pit and Fester Spike
[illegible]300	The Skaven launch a long lasting war against the Undead Lord, Nagash, to capture the warpstone below Cripple Peak. Eventually the Council have Nagash assassinated.
[illegible]	The Skaven break into the lower levels of the Dwarf city of Karak Eight Peaks.
[illegible]13	Karak Eight Peaks falls, but fighting between Skaven, Orcs and Goblins goes on
[illegible]350	Skaven capture Crookback Mountain from Goblin tribes and establish a stronghold there.
[illegible]	Clan Pestilens, long thought lost, return from Lustria and spark the first civil war
[illegible]00	Assassins of Clan Eshin return from far Cathay to serve the Council of Thirteen. The resulting assassinations end the civil war
[illegible]111	Clan Pestilens unleashes the Black Plague in the Empire. Skaven armies loot and raze towns.
[illegible]	Skaven start to systamically enslave the surviving humans
[illegible]122-24	The crusade of Mandred Skavenslayer saves the Empire, driving the Skaven back below ground.
[illegible]1852	On the Council's orders Maedred is assassinated by Nartik of Clan Eshin
[illegible]1563	Skaven capture the city of Tobaro, in Tilea
[illegible]1565	Tobaro is recaptured by mercenaries and High Elves
[illegible]1601	The village of Escantos in Tilea is destroyed by a vast swarm of rats.
[illegible]1786	Clan Eshin assassins release infected rats into the city of Bordeleaux in Bretonnia. One third of the population die of the Red Pox
[illegible]1812	The Red Pox ravages southern Bretonnia and northern Tilea.
[illegible]1813	Skaven armies invade Bretonnia, but are defeated by Bretonnian Knights and their Wood Elf allies at Quannalles and Brionna
[illegible]1850	Defeat in Bretonnia results in a second civil war. Clan Pestilens makes a bid to capture the Temple of the Horned Rat in Skavenblight
[illegible]2302	The Grey Seers summon an incarnation of the Horned Rat to end the civil war. A new Council is established. The rising tide of Dark Magic heralds the Great War against Chaos. Skavan armies fight Chaos, Empire and High Elf armies. Several plagues are unleashed upon Talabheim and Marienburg.
[illegible]2319	Skaven warships are first spotted in the Tilean Sea.
[illegible]2320	Clan Eshin Guttar Runners raid Empire, Bretonnian, Tilean and Estalian ports, burning the ships at anchor.
[illegible]2321	Skaven fleets raid all along the coast. One is defeated and sunk by Dwarfs from Barak Varr.
[illegible]2393	A huge consignment of grain travelling by ship from Araby is stolen. Skaven pirates are suspected.
[illegible]2391	Grey Seer Gnawdoom leads a Skaven army against the monastary of La Maisontaal in Bretonnia to recover the Black Ark. He allies with the necromancer, Heinrich Kemmler.
[illegible]2499	The Chief Magistrate of Nuln is found trading warpstone to Skaven in sewers beneath Nuln. Grey Seer Thanquol has been manipulating Fritz von Halstadt with the aim of starting a civil war in the Empire. Thanquol returns with a Skaven horde and much of the city is burnt during the battle of Nuln.
Present day	The Skaven launch an assault on Bretonnia – as you'll see over the page!

IS IT TIME FOR BLOOD YET?
QUICKLY-QUICKLY! OR ALL IS LOST-YES?
FEED ME!
Flesh & Blood
SCRIPT KEVIN GUNSTONE
ART MIKE PERKINS
LETTERS GORDON ROBSON
BY THE LATE MORNING THE BATTLE THAT RAGED ON A PASS IN THE GREY MOUNTAINS WAS NEARING ITS END.
THOSE VILE SKAVEN HAD BEEN PLUNDERING OUR LANDS FOR TOO LONG. THIS WAS TO BE OUR FINAL RECKONING!
FOR THE HONOUR OF BRETONNIA!
FOR OUR BLESSED LADY!
BUT BEFORE I RELATE TO YOU MY WRETCHED TALE, ALLOW ME TO INTRODUCE MYSELF--

I AM LORD LOUIS DE MAUPASSANT. I COME FROM A NOBLE BRETONNIAN BLOODLINE OF DISTINGUISHED KNIGHTS OF THE REALM.
I HAVE BEEN LORD OF CHERVIN IN PARRAVON FOR ONLY A SHORT TIME. EVER SINCE MY OWN BROTHER, LORD ERIC DE MAUPASSANT WAS TRAGICALLY LOST ON A BATTLEFIELD SUCH AS THIS ONLY A FEW MONTHS AGO, AS HE TOO FACED THE SKAVEN SCOURGE.
ONCE MORE BRETONNIA STANDS VICTORIOUS!
DASH-DASH, MUST FLEE!
YES-YES, SCURRY-SCURRY!
SLAVES RUN-RUN!
UNLEASH MONSTER-YES?
MONSTER-KILL, WIN-WIN!
IN THEIR UNHOLY WAR AGAINST US THESE DISEASED VERMIN HAD UNLEASHED A MULTITUDE OF SUCH REPUGNANT BEASTS UPON OUR NOBLE WARRIORS.
TIME TO KILL?
YES-YES! KILL-KILL, SHINY KNIGHTS!
OPEN THE GATES OF CARNAGE--
FALL BACK, BRAVE KNIGHTS!
-LET ME IN!!
LET ME, MAUPASSANT, CONFRONT THIS FIEND!

COME BACK, SIRE, IT WILL MEAN YOUR DEATH!
MY LORD! SAVE YOURSELF!
MY LIEGE! RETREAT, SO WE CAN FIGHT ANOTHER DAY!
I CANNOT RETREAT. I AM A KNIGHT OF THE REALM!
KILL-KILL, SHINY KNIGHT!
--AARGH!
ABOMINATION! FROM WHAT HELL-SPAWNED PIT HAVE YOU SPRUNG?
KILL-KILL!
AND THAT, FOUL CREATURE, IS A BLOW STRUCK FOR MY DEAR DEPARTED BROTHER!
AARGH!
BROTNERRRR...RRR!
EEERRRRRIIIIICCCC!
NOOO! HOW DO YOU KNOW MY VALIANT BROTHER'S NAME?
WERE YOU RESPONSIBLE FOR HIS FATE? FOR THAT YOU SHALL DIE A THOUSAND DEATHS.
MYY BROTHERRR!
YOU LYING HELLHOUND! YOUR LIFE IS NOW FORFEIT!
THE MERE SUGGESTION THAT THIS CREATURE WAS CONNECTED IN SOME WAY TO MY BROTHER WAS BEYOND IMAGINING. WILD FURY OVERCAME ME!
I HAD BUT ONE COURSE OF ACTION--
SLICE!

DIE! YOU HIDEOUS FIEND! DIE!
BROTHERRR!
LOUIS!
IN THAT HORRFIC MOMENT, REALISATION STRUCK ME!
NOOO! I'VE KILLED MY OWN BROTHERRRRR!
LOUISSSS--
BEFORE WE HIT THE GROUND, I FELT ERIC'S BODY MOVING AND TWISTING, CUSHIONING ME AS WE PLUMMETED TOWARDS THE EARTH AND OUR INEVITABLE DEATHS.
THUD!
I DO NOT KNOW HOW LONG I LAY ON THAT FIELD COVERED IN MY BROTHER'S DRYING FLESH AND BLOOD.
BUT AT NIGHT I HEARD THE CHATTERING OF THOSE LOATHSOME VERMIN AS THEY LIFTED ME UP, AND SOON THE COOL NIGHT AIR WAS LOST TO ME AS I WAS TAKEN UNDERGROUND.
SURVIVOR? YES - YES!
SLAVES TAKE, RUN - RUN!

I COULD HEAR ONLY INSANE HIGH-PITCHED GIBBERISH AND COULD MAKE OUT ONLY GROTESQUE SHAPES AS I WAS CONVEYED THROUGH A LABYRINTH OF DAMP, FOUL SMELLING TUNNELS.
HELLPIT?
CREATE WARP-BEAST, YES-YES!
IT WAS NOT ENOUGH TO BE FORCED TO BE CHAINED UP WITH SOME OF THE BASEST CREATURES EVER TO WALK THIS WORLD.
BUT I, LOUIS DE MAUPASSANT, WAS CONSIDERED TO BE NOTHING BUT A TOY, A PLAY-THING FOR MY CAPTORS--
NO! I BEG OF YOU, TAKE IT AWAY!
HE-HE! HE-HE!
--TO CARRY OUT VILE TORTURE ON.
YOUR TURN-YES?
YES-YES!
AARGHH!
THE RESULT OF SUCH TORTURE WAS INEVITABLE...
Please... feed me...
FEED HIM, FEED HIM! YES-YES!
AND MY FINAL FATE? A CRUEL ONE.
IS IT TIME FOR BLOOD YET?
I HAVE REJOINED THE BATTLEFIELD. EMERGING FROM THOSE HELLISH TUNNELS TO ONCE MORE SNIFF AT THE FRESH AIR.
FEED ME!
FEED ME!

SLAVES RUN-RUN!
UNLEASH MONSTER -YES?
MONSTER -KILL, WIN-WIN!
BUT LIKE MY OWN DEAR BROTHER, MY ACTIONS ARE NO LONGER MY OWN!
KILL-KILL, SHINY KNIGHTS!
FEED ME FLESH AND BLOOD!
THE END

DarkBlade
BOOK II
GREAT GODS OF DRUCHII!
BRARGGHHHH!
Part Three
The Orb of Lies and Truth
Script: Dan Abnett Art: Rev Hopgood

RACE FOUL STEED, OR WE ARE BOTH DEAD! RACE!
THERE! THERE! SHELTER FROM THIS NIGHTMARE!
EIGHT DAYS RIDE INTO THE MOUNTAINS, FOLLOWING THE PATH THE ORB OF MALKIN HAS SET FOR HIM.
SO IS IT THAT MALUS DARKBLADE, CURSED OF ALL DARK ELVES, FINDS HIMSELF CORNERED BY SERPENTINE DEATH.
SNFA SNFA
CURSE THIS ORB AND CURSE THE LIES IT TELLS ME!
I WONDERED HOW IT HAD ALLOWED ME TO TAKE IT FROM ITS PREVIOUS OWNERS AND NOW I SEE! IT IS TREACHEROUS TO ANY WHO POSSESS IT!
YOU ARE A VENGEFUL THING AREN'T YOU! AN ACCURSED SHARD OF GLASS!

DAYS BEFORE, MALUS HAD CONSULTED THE ORB TO SEE WHERE NEXT HE SHOULD TURN IN HIS HUNT FOR THE DAEMON TZ'ARKAN WHO STOLE HIS SOUL
THE ORB OF MALKIN IS SAID TO SHOW THE FUTURE, AND MALUS HAD GONE TO SOME LENGTHS TO ACQUIRE IT BUT HE HAD BEGUN TO MISTRUST THE VISIONS IT PRESENTS
CURSE THIS THING!
EACH TIME I LOOK IN IT FOR ANSWERS I SEE THE SAME THING. THIS ENIGMA! THIS TWISTED LINE! IT MEANS NOTHING!
THE ORB IS WORSE THAN USELESS! IT SHOWS ME NOTHING I CAN USE!
WAIT! LOOK AHEAD, SPITE! THAT CANYON IT MATCHES THE VERY MARK THE ORB HAS SHOWN ME! I SEE OUR WAY! THE ORB HAS SPOKEN TO ME AND SHOWED ME THE ROUTE WE MUST FOLLOW!
ONWARDS! INWARDS!

DAMN YOU, HUNK OF GLASS! I FOLLOWED YOUR VISION AND LOOK WHERE IT LED ME!
INTO A DEAD-END HIGH PASS, AS WINTER CLOSES, FACING A DIRE WORM THAT I CANNOT HOPE TO MATCH!
I SHOULD SMASH YOU FOR LEADING ME TO THIS END! YOU HAVE CURSED ME, ONE ALREADY CURSED ENOUGH!
ONE LAST CHANCE...
...NO! AGAIN, YOU SHOW ME THE SAME TWISTED LINE? YOU WOULD HAVE ME DEAD, YOU USELESS-
UNLESS...

RRAARGGHH!
GRRRARRRRR!
THAKK!
FWUKKK!

WHUMMMPPP!
SO THERE *IS* TRUTH IN THE ORB.
SEEMS IT IS SIMPLY A MATTER OF *INTERPRETATION*
FROM HERE ON I WILL BE *CAUTIOUS*. THE ORB *HAS* THE TRUTH IN IT.
..I MUST SIMPLY LEARN HOW TO *READ* IT..
AND SO, FRIEND, THE GRISLY SECOND CHRONICLE OF MALUS DARKBLADE CONTINUES HE LIVES YET LET TZARKAN *BEWARE!*
NEXT- FUTURES